

REVISED: 5/13/88

SHINING TIME STATION

EPISODE #11
"RING IN THE OLD"

SECOND DRAFT
By Alan Kingsberg

From characters and series storyline
created by Britt Allcroft and
Rick Siggelkow

Quality Family Entertainment Inc., 1988

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(FADE IN:)
(INT. STATION - ARCADE AREA --)
(SCHEMER IS TRYING TO LOAD AN OLD
VENDING MACHINE ONTO A HAND
TRUCK. TANYA AND MATT WATCH.)

MATT

What are you doing,
Schemer?

SCHEMER

Getting rid of this old
arcade game. Its a
piece of junk.

TANYA

What's wrong with it?

SCHEMER

I told you, it's old.
Nobody wants to spend
money on an old
machine. Around here if
you don't pull your
weight, then into the
trash you go.

(SCHEMER TRIES TO MOVE THE
MACHINE, BUT IT WON'T BUDGE. HE
GIVES UP.)

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SCHEMER

(TO MACHINE)

I'm coming back for you
later, pal.

(ON HIS WAY OUT, HE PASSES HARRY
WHO IS TALKING ON THE TELEPHONE.)

HARRY

You can stay with me as
long as you like... Well
that's just great.
Yep. I'll see you then.

(HARRY HANGS UP THE PHONE, A BIG
SMILE ON HIS FACE.)

HARRY

Well, this is really
something. An old
friend is coming to
visit. He'll be
arriving today.

TANYA

What's his name, Grandpa?

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HARRY

We call him Old Nat. I
know you'll all take a
real shine to him, too.
But first I've got to go
pickup something at the
store. It's a present I
want to give him. Yes,
sir. Old Nat and I go
back a ways. A long
ways...

(HARRY HEADS OUT.)
(THE KIDS GO OVER TO THE
INFORMATION BOOTH WHERE STACY IS
WRITING SOME FIGURES ON A PIECE OF
PAPER. HER PEN RUNS OUT OF INK
AND SHE SHAKES IT TO GET IT GOING
AGAIN.)

TANYA

Do you know Grandpa's
friend, Old Nat?

STACY

(WRITING)
I'm afraid not. . .

MATT

I wonder why Harry calls
him Old Nat.

TANYA

Maybe because he's old.

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MATT

Do you think Harry is
old?

STACY

Harry? Old? I guess
it's all a matter of
what you think "old" is.

MATT

I think twelve is old.

TANYA

Twelve is pretty old,
all right.

(STACY LAUGHS.)

STACY

Then what does that make
me?

TANYA

Uh. . . sixty?

STACY

(VOICE RISING)

Sixty!?

TANYA

Seventy?

STACY

Tanya!

TANYA

Then how old are you?

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STACY

Well, like my Granny
used to say: "You're
only as old as you feel."

MATT

What does that mean?
You're only as old as
you feel.

STACY

It means you can be old
on the outside but you
still feel young on the
inside. When people get
older they change on the
outside. They get
wrinkles and grey hair.

TANYA

Some people lose all
their hair.

STACY

Right. So on the
outside they look old.
But what matters is
what's on the inside.
And that's what's really
important.

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(PHONE RINGS. STACY
ANSWERS.)

STACY

Hello, Shining Time
Station. Stacy Jones
speaking. Uh ha ...
train to Turley is late
...

(SHE STARTS TO WRITE
DOWN SOME SCHEDULE
INFORMATION. SHE COVERS
THE MOUTHPIECE)

Matt and Tanya, I have
to take this call.
Could you keep a look
out for Harry's friend?

Could y

TANYA

Sure. Bye.

MATT

Bye Aunt Stacy.

(STACY RESUMES TALKING ON THE
PHONE.)

(DISSOLVE TO: LOST AND FOUND AREA)

(THE AREA IS COVERED WITH OLD
THINGS: CLOTHES, A FOOT WARMER, A
RUSTED COFFEE GRINDER, AN OLD
SUITCASE. TANYA AND MATT CONTINUE
TO PULL THINGS OUT OF DRAWERS.
MATT OPENS A HAT BOX AND HEARS A
ROOSTER CROW. HE SHUTS HAT BOX.)

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MATT

Sorry wrong box.

(TANYA FINDS AN OLD SHAWL AND HAT
AND PUTS THEM ON.)

TANYA

This stuff must have
been here forever.

(MATT FINDS AN OLD STEREOSCOPE
CARD AND SLIDES IT INTO THE
STEREOSCOPE.)

MATT

Look at this thing.

TANYA

What is it?

MATT

Some kind of picture
machine.

(WE SEE MATT'S POV OF A PICTURE OF
AN OLD COUPLE SEATED AROUND A
RADIO.)

TANYA

What do you see?

MATT

A couple of old people.

Woh! What's going on?

(HIS POV INSIDE THE SCOPE. THE
OLD COUPLE BEGIN TO MOVE AND WE
SEE THE FLEISCHER FOOTAGE OF THEIR
MEMORIES OF A DANCE FROM THEIR
YOUTH. WHEN THE FOOTAGE IS OVER,
MATT PUTS DOWN THE SCOPE. HE GETS
A LOOK ON HIS FACE; HE KNOWS IT
WAS MAGIC AND HE LOOKS AROUND FOR
THE SOURCE. SURE ENOUGH THERE IS

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MR. C. PERCHED ON THE LID OF THE
SUITCASE.)

MATT

Mr. Conductor! I should
have known.

MR. C.

Hello Matt. Hope you
liked the show.

(SEES TANYA WITH HAT AND
SHAWL)

MR. C.

What have you there,
Tanya?

TANYA

Just some old junk.

MR. C.

Junk, as in rubbish? I
think not. Some of
these old things are
beautiful. They have
style, charm,
personality, HISTORY!

TANYA

They do?

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MR. C.

Of course they do! Old
things can be very
special, indeed, take my
friend Toby the Tram
Engine. Now Toby is as
old as the hills and I'm
afraid the railroad
thinks he's of no use
anymore... Well, here
Let me tell you...

(MR. CONDUCTOR BLOWS ON HIS
WHISTLE: STEAM EFFECT.)

(DISSOLVE TO THOMAS EPISODE #21 --
TOBY AND THE STOUT CONDUCTOR.)

TANYA

What was in the letter?

MR. C.

I don't know. I had to
leave before I could
find out. But for Toby
and Henrietta's sake I
hope its good news.

MATT

So do I. I like Toby
and Henrietta.

(SFX: A TRAIN PULLS INTO THE
STATION.)

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TANYA

Here's the train. Let's
go look for Harry's
friend.

(WEARING FLAPPER HAT AND SHAWL,
TANYA STARTS TOWARD THE TRAIN.
MATT PUTS ON AN ANTIQUE COAT AND
HAT AND FOLLOWS.)

MATT

Wait for me.

(MATT AND TANYA RUN UP TO THE
ARCHWAY. THE TRAIN PULLS OUT OF
THE STATION. NOBODY GETS OFF.)

MATT

Nobody got off. I
wonder what happened to
Old Nat.

TANYA

I hope he's still coming
to visit.

(THEY RUN OVER TO STACY AT THE
ARCADE PICTURE MACHINE.)

MATT

Old Nat wasn't on the
train.

STACY

There's another train
today. I'm sure he'll
be on that one.

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MATT

Older people are *sometimes*
forgetful. What if he
forgot to get on the
train?

STACY

Maybe he took a bicycle
instead of the train.

TANYA

A bicycle?

STACY

Or maybe a motorcycle.

TANYA

Motorcycle?

STACY

Sure! Just because a
person is old, doesn't
mean they stop doing
things. Being old is
only one part of a
person. You know the
expression, "Older but
wiser"? Well, it's
true. Older people
store up all the
experiences of a
lifetime.

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STACY (con't)

We can learn a lot from
older people. In
fact... take a peek in
here and you'll see what
I mean.

(STACY PUTS A NICKEL IN AND TURNS
THE HANDLE. THEY ALL WATCH:
MUSIC VIDEO.)

(THE VIDEO ENDS AND HARRY ENTERS
THE STATION. HE CARRIES A PACKAGE
INTO HIS WORKSHOP. THE KIDS
FOLLOW HIM.)

TANYA

Old Nat didn't get here
yet, Grandpa.

HARRY

He'll be along. I got
his present.

TANYA

(EYEING THE BOX)

What is it?

HARRY

Oh, it's a surprise.
But I guarantee you'll
like it as much as he
will. Yep, we had some
real good times
together. Great
memories.

3 how?

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TANYA

Like what?

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HARRY

Well you see, Old Nat
liked to ride up in the
engine with me. And one
time Nat and I had a
race with a feller named
Oil Drum Bob. We called
him that because he was
round like an Oil Drum.

(DISSOLVE TO TRAIN
FOOTAGE)

This was in the days
when steam engines were
still in service. I
loved those great Iron
Horses. Now, Oil Drum
Bob was getting set to
retire so we arranged
one last race with him.
We hit this long stretch
of straight track and we
shoveled that coal until
the fire was roarin',
the engine racin' and we
were chuggin' for all we
were worth.

HARRY (con't)

Well Oil Drum Bob was a
mighty engineer in his
own right and that race
was a close one. Old
Nat and I say we won.
But Oil Drum Bob still
claims to this day that
he beat us. No matter.
What I remember most was
the fun that Old Nat and
I had together. Boy, we
had some great times.

(HARRY PAUSES)

Listen here you kids,
I've got work to do.
Why don't you run along
now.

TANYA

See you later Grandpa.

HARRY

(MUMBLES TO HIMSELF)

TANYA

(TO MATT)

I wonder what's in the
box.

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MATT

I hope it's a toy.

TANYA

Old people don't play
with toys.

MATT

Maybe if they feel young
they do. Look! There's
Mr. Conductor.

(THEY TURN AND SEE MR. C. OVER BY
THE ANYTHING TUNNEL. THEY RUN TO
HIM.)

TANYA

Grandpa's waiting for
his friend. He was
telling us about some of
his memories of their
times together.

MR. C.

(MR. C. BEGINS TO SING
"MEMORIES")

Memories... Memories,
dreams of love so true,
over the sea of
memories, I'm drifting
back to you...-- Ah,
yes. Memories are
wonderful. They let you
experience a good time
over and over again. My
word, if you think about
it everything has some
kind of memory attached
it.

MATT

Do you think these
clothes have memories?

TANYA

Maybe they remember all
the different places
that people wore them to.

MR. C.

I know another place for
memories. Right in here.

(MATT AND TANYA LOOK INTO THE
ANYTHING TUNNEL AND WATCH THE
UNICYCLE FOOTAGE.)

MR. C. (v.o.)

Do you see that old
bicycle shop? Off in
the corner is a very old
unicycle. And it has
lots of memories. Well,
late at night the
unicycle gets terribly
lonely. To make itself
feel better, it
remembers the days when
it was a great performer
and everyone loved to
watch it do tricks.

(UNICYCLE FOOTAGE ENDS)

MR. C.

Oh-oh. There's that
fellow again. Goodbye
Matt. Goodbye Tanya.

(MR. CONDUCTOR VANISHES IN A CLOUD
OF MAGIC DUST.)
(SCHEMER ENTERS)

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SCHEMER

Don't leave those old
clother lying around
here. When you're done,
either clean them up or
throw them away.

(SCHEMER WALKS OVER TO THE OLD
ARCADE MACHINE AND SLAPS A TRASH
SIGN ON IT. MATT AND TANYA
APPROACH HIM.)

MATT

Schemer?

SCHEMER

That's my name, don't
wear it out.

MATT

What's wrong with the
old arcade game? Just
because its old doesn't
mean you have to throw
it out.

SCHEMER

Matt, Tanya, let me give
you some advice. If you
want to be successful in
this world, my young
friends, you have to
change with the times.

Now, look at this and
listen to your friend
Schemer.

(SCHEMER UNVEILS A PROMOTIONAL
POSTER OF A SUPER HIGH TECH SPACE
VIDEO GAME.)

SCHEMER

Beautiful, isn't it?
This is the machine of
the future. A smart
business man always bets
on the future, not the
past. Just remember,
out with the old, in
with the new. You had
better pick up all of
this stuff by the time I
get back. A sloppy
place means sloppy
business!

(SCHEMER EXITS. MATT AND TANYA
LOOK AT THE POSTER. MR. C.

APPEARS ON TOP OF THE OLD ARCADE
GAME.)

MR. C.

I just got back from the
Island of Sodor and my
word are things hopping
there. I thought you'd
like to know what
happened to Old Toby and
Henrietta.

TANYA

It wasn't fair that they
couldn't ride the tracks
anymore.

MATT

I hope they didn't keep
them in the shed.

MR. C.

Let me start with my
good friend Thomas...

(DISSOLVE TO: THOMAS EPISODE #22
-- THOMAS IN TROUBLE.)

MR. C.

... So Toby and
Henrietta have a new
lease on life. They're
chugging down the rails
as fast as ever.

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(STACY COMES OVER.)

STACY

The next train is coming
in soon. Let's liven
the place up. I must
have a nickel somewhere.

(THE KIDS RUN OVER AS SHE LOOKS
FOR A NICKEL IN HER POCKET.)

(INSIDE THE JUKEBOX)

(THE BASS IS SOFTLY PLAYING A
RIFF.)

BASS

And that's how it goes.
I finished it today.

TITO

We don't write our own
songs here, babe. We
play what they tell us
to play.

DIDI

And we play it when they
tell us to play it.
Groovy or not we're on
call twenty-four hours a
day.

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BASS

That's a good idea for a
song!

(SINGING)

Twenty, twenty,
Twenty-four hours a
day. I sing whatever
they tell me.

TEX

(SNAPPING FINGERS)

Gee, I like that. What
do you think, Rex?

REX

(SNAPPING WITH TEX)

Sounds real "down home"
to me, Tex.

(THE NICKEL COMES INTO THE
JUKEBOX.)

TITO

Here come our marching
orders. Everybody get
ready, and no
"hot-dogging". You dig?

(OUTSIDE)

(STACY AND THE KIDS LISTEN TO THE
TRAIN IS A'COMING.)

(WHEN THE SONG IS OVER A TRAIN
PULLS INTO THE STATION. AN OLDER
MAN ENTERS THE STATION. HARRY
COMES OUT OF HIS OFFICE.)

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HARRY

Well fire the furnace!

Old Nat, good to see you..

(HARRY GOES UP TO NAT AND GIVES
HIM A BIG HUG.)

NAT

Good to see you, Harry.

(HARRY LEADS NAT INTO HIS OFFICE.
MATT AND STACY FOLLOW. HARRY
GIVES NAT THE PACKAGE.)

HARRY

I got a little somethin'

to welcome you with.

(NAT TAKES THE PACKAGE AND SHAKES
IT UP AND DOWN.)

MATT

Wonder what's in there?

TANYA

Maybe it's a hat.

MATT

Or a toy train.

NAT

Only one way to tell.

(NAT OPENS THE BOX AND PULLS OUT A
LARGE PIECE OF CLAY.)

NAT

Why, Harry. This is
perfect. Thank you.

HARRY

I thought we could all
have fun with it.

MATT

It's just a piece of
clay.

TANYA

It's not much of a
present.

NAT

On the contrary. It's a
great present because it
can be anything we want
it to be.

(NAT DESCRIBES HOW ONE
CAN BRING OUT AN IMAGE
THAT IS ALREADY INSIDE
THE CLAY.)

(TO TANYA)

You wanted a hat, right?

TANYA

Yes.

NAT

Coming right up.

(NAT QUICKLY SCULPTS THE
CLAY INTO A TOP HAT.)

And you wanted a train?

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MATT

Yes.

NAT

(SCULPTS AS HE SPEAKS)

Tram engine... tram
engine, give it a nice
cow catcher, like so.
And voila! We have a
grand old tram engine.

MATT

That's great.

HARRY

Now run along and let
Nat and I discuss old
times.

MATT

Thanks Nat.

TANYA

Thank you. Bye.

NAT

I'll see you later.

(MATT AND TANYA LEAVE. THEY HEAD
OVER TO THE ARCADE AREA.)

(A CUSTOMER IS LOOKING OVER THE
ARCADE MACHINES. SCHEMER WATCHES
HIM. THE MAN WALKS UP TO THE OLD
MACHINE WITH THE "TRASH" SIGN ON
IT.)

MAN

Is this one broken?

SCHEMER

No, that thing is a
junker. Outlived its
time. We're entering
the space age around
here. Take a look.

(SCHEMER SHOWS THE MAN THE
PROMOTIONAL POSTER OF THE NEW
VIDEO GAME.)

MAN

Oh that thing. I can
play that anywhere. I
come here for the old
machines. They're the
fun ones. You're
throwing this one out?

SCHEMER

(NOT SO SURE ANYMORE)
Well, that was the plan.

MAN

Be a shame. Look at the
lines on this baby.
They don't make arcade
machines like this
anymore. I guess I'll
have to go somewhere
else. See ya around.

(THE MAN STARTS AWAY.)

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SCHEMER

Wait a second. You want
to play this machine?

MAN

That's what I came here
for.

SCHEMER

We'll come back here.
I'll put it in service
for you.

(SCHEMER TAKES THE "TRASH" SIGN
OFF THE MACHINE AND PLUGS IT IN.
THE MAN PUTS HIS COIN IN.)

MAN

Anyone want to play with
me?

MATT

I do!

TANYA

Me too!

MAN

Let's get started.

(THEY START PLAYING THE GAME.
SCHEMER TEARS UP THE "TRASH"
SIGN. HE WATCHES MATT, TANYA AND
THE MAN PLAY.)

SCHEMER

Ah, say there, do you
need a fourth?

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MAN

(TO KIDS)

What do you think?

MATT

Why not.

TANYA

Sure.

MAN

Okay, come on. Join us.

(THE FOUR OF THEM PLAY THE ARCADE
GAME TOGETHER.)

(FADE OUT)

THE END.